

SCHOOL OF DAMNATION

They say a wizard of this discipline is simply a warlock who was too smart to sign the contract. Of course, "they" are generally the wizards themselves – warlocks either pity them for thinking their mortal research can match true eldritch power, or hate them for finding a way to power that leaves the soul mostly intact. Not entirely whole, of course. Few who consort with such darkness can remain untarnished for long.

SUMMONING SAVANT

When you take this arcane tradition at 2nd level, you learn the *find familiar* spell, or another wizard spell if you already know it. You also learn Abyssal or Infernal. You learn the other language at 10th level.

Additionally, your mastery of summoning and binding magic halves the time and gold cost to copy into your spellbook any spell that summons, binds, banishes, or exclusively affects fiends.

FIENDISH ADVISOR

Also at 2nd level, you can choose the special imp and quasit forms when you cast *find familiar*. Additionally, you choose which two subjects your advisor is learned in from the following options; Arcana, History, Investigation, Medicine, Nature, or Religion.

While within 5 feet of you, the familiar can take the Help action to aid you in a skill check of the chosen type.

DARK SUMMONER

Starting at 6th level, you can use your knowledge of magic to summon a temporary fiendish servant. As an action, you can summon a single demon whose CR is less than or equal to one third of your wizard level. When doing so, you choose one of the options below if you meet its level requirement.

Demon (6th level). The demon serves you for 1 minute. At the end of this time, you must make an Intelligence saving throw with a DC equal to 10 + the CR of the demon. On a success the demon returns to the Abyss. Otherwise, it becomes hostile and remains for 1 minute or until it is slain.

Devil (10th level). The devil serves you for 1 hour. At the end of this time, it returns to the Nine Hells. At your DM's option, you may bargain with the devil to get it to remain for up to one additional hour.

You may use this feature once per long rest. You can also use this feature by expending a spell slot, but only once per short rest. This spell slot must be at least 3rd level to summon a demon, or at least 5th level to summon a devil. You may only have one fiend summoned at a time.

WARDS OF BAATOR

Beginning at 10th level, you improve your summoning skills to better protect yourself and your allies. When summoning a fiend, you can use blood from a sentient humanoid killed in the last 24 hours to mark yourself and others.

If the summoning spell normally requires blood as a material component, the blood you use to mark creatures fulfills that requirement. If the spell normally summons fiends bound by blood circles, any marked creature is treated as being within the blood circle at all times.

Otherwise, marked creatures have extra defense against fiends summoned by your spells. If a fiend you summoned by casting a spell or using your Dark Summoner feature attempts to directly attack or use a harmful spell or ability on a marked creature, they must make a Charisma saving throw against your spell save DC.

On a failure, the fiend must choose a new target or forfeit the action. This protection ends 1 hour after being applied, or after the affected creature is successfully hit by one of your summoned fiends or affected by one of their spells or other abilities.

DAMNED EXPERTISE

At 14th level, your skill in summoning has led you to become a master of the art. You choose from the following options, reflecting your specialty.

Diabolist. You excel in summoning and treating with devils. When you use your Dark Summoner feature to summon a devil, its CR may be up to half your wizard level. You can also dismiss the devil early as an action, then resummon it later as an action without expending another use. You can only do this within 4 hours of your initial summoning, and the devil will only serve for 1 hour total.

Demonologist. You prefer conjuring and binding demons. When you use your Dark Summoner feature to summon a demon, you can choose to summon two demons at once, so long as their combined CR is equal to or less than one third your wizard level. Summoned demons remain with you for 1 hour, instead of 1 minute. When you make your Intelligence save at the end of this time, the DC is equal to 10 + the total CR of the demons summoned.

Gehenna Scholar. Rather than demons or devils, you specialize in summoning yugoloths. You can now use your Dark Summoner feature to summon either one yugoloth with a CR equal to or less than half your wizard level, or two yugoloths with a combined CR equal to or less than one third your wizard level. Summoned yugoloths serve for 10 minutes; at the end of this time, you make an Intelligence saving throw with a DC equal to 10 + the total CR of all yugoloths summoned. On a success, you can force the yugoloths to remain for an additional 10 minutes, up to a maximum duration of 1 hour. On a failure, or if forced to serve for a full hour, the yugoloths become hostile when freed and remain for 1 minute or until they are slain.